



INFINITY BETRAYAL.



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"We take glory beyond the divine frontier!
We take our battle standard beyond the celestial gate!
We are Invincible!
Only fear causes defeat and we know no fear!
We are Invincible!"

WELCOME TO THE INFINITY UNIVERSE

IN A HIDDEN BASE DEEP IN THE JUNGLES OF PLANET PARADISO, IMPERIAL AGENT ADIL MEHMUT MUST DETERMINE WHETHER HIS PRISONER, SPECIAL OPERATIVE AND FORMER TRUE HERO KO DALI, IS A TRAITOR TO HER COUNTRY AND THE WHOLE HUMAN RACE, OR AN ALIEN THAT HAS IMPERSONATED HER TO DIVIDE HUMANITY'S FORCES.

A TOUR DE FORCE BETWEEN THEM WILL BECOME A RACE AGAINST THE CLOCK BEFORE THE FORCES OF THE COMBINED ARMY LEARN OF KO DALI'S LOCATION AND ATTEMPT HER RESCUE.

IN THIS STORY OF POLITICAL AND MILITARY INTRIGUE WHERE NOTHING IS WHAT IT SEEMS, ADIL WILL TEST THE LOYALTIES OF HIS PARTNERS... AND OF THE VERY NATION HE SWORE TO SERVE.

INFINITY BETRAYAL MISSION SET

Betrayal, the first graphic novel of the Infinity Universe after the manga *Outrage*, took us to the depths of the Paradiso jungles during the convulsive days after the Third Offensive and made us doubt all official accounts.

What story is closer to the truth? The one your commanders and countrymen tell you, or the one your enemies recount? And what is more dangerous? Trusting your comrades, or the adversary in front of you? For there is no betrayal more painful than that of the ones you considered your allies.

These are the questions that the protagonists of *Betrayal* ask themselves in an action-packed story you can recreate thanks to this mission set and the *Infinity Betrayal Characters Pack*, a box containing the four protagonists of this graphic novel:

- » Imperial Agent Adil Mehmud, an idealistic hero who believes in the principles of the Imperial Service in spite of what he is sometimes required to do, and whose health has already been damaged by the hardships of war.
- » Chief Mech-Engineer Chung-Hee Jeong, an unexpected ally in the Shuidong Base, probably the least militaristic character in these facilities, but the one who best embodies all that the Invincible Army represents for the Yu Jing State Empire.
- » Special Operative Ko Dali, an intelligent and mysterious woman, the driving force behind the story, and its true protagonist.
- » And the dreaded Umbra Samaritan Nourkias, slayer of the PanOceanian hero Toni Macayana, who leads the Combined Army rescue force sent to retrieve Ko Dali.

This mission set will not only allow you to play with the main characters of *Betrayal*, but also recreate some of the most thrilling action scenes in the graphic novel thanks to the two scenarios' Narrative Mode.

Furthermore, the mission structure is similar to the one used in ITS, Infinity's organized game system. So, what are you waiting for? Venture into the jungles of Paradiso and experience *Betrayal*, now on the game table!



HIDDEN FACILITIES

DURING A MORAT ASSAULT, AN INVINCIBLE ARMY BATTLE TEAM LED BY IMPERIAL AGENT ADIL MEHMUT AND CHIEF MECH-ENGINEER CHUNG-HEE JEONG FINDS A SECRET ALIEN FACILITY HIDDEN IN THE MIDST OF THE PARADISO JUNGLE. STEALING THEIR SECRETS COULD HELP EXPOSE THE COMBINED ARMY'S PLANS.

MISSION OBJECTIVES

MAIN OBJECTIVES

- » Dominate the Exclusion Zone at the end of each Game Round (2 Objective Points).
- » Control the Console at the end of each Game Round (1 Objective Point).
- » Acquire **more** weapons or items from the Panoplies than the adversary at the end of the game (1 Objective Point).

CLASSIFIED

There are no Classified Objectives.

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES	MINIMUM VP
A and B	300	6	48 in x 48 in	12 in x 48 in	75
A and B	400	8	48 in x 48 in	12 in x 48 in	100



SCENARIO SPECIAL RULES

EXCLUSION ZONE

The Exclusion Zone is the area covering 8 inches either side of the central line of the game table. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy inside this area.

DOMINATE EXCLUSION ZONE

At the end of each **Game Round** players check if they are dominating the Exclusion Zone and counts their Objective Points.

The Exclusion Zone is considered Dominated by a player if he has **more** Victory Points than the adversary **inside** the area. Only Troopers represented by **Models** or **Markers** count. Troopers in a Null State do not count. Markers representing weapons or pieces of equipment (Mines, for example), and any Marker that does not represent a Trooper also does not count.

A Trooper is considered inside the Exclusion Zone when more than half the Trooper's base is inside it.

Shasvastii. Troopers with the Shasvastii Special Skill who are located inside the Exclusion Zone will always add their Points to the total while they are in Normal State or Shasvastii Embryo State.

CONSOLE

There is a Console placed on the center of the game table. The Console must be represented by a Console A Marker or by a scenery piece of the same diameter (such as the Human Consoles by Micro Art Studio, the Tech Consoles by Warsenal or the Comlink Console by Customeeple).

CONTROLLING THE CONSOLE

The Console is considered to be Controlled by a player if, at the end of the game, that player has a Model, but not a Marker, in Silhouette contact with it. That Trooper cannot be in a Null State, and cannot be in Silhouette contact with any enemy Model. There cannot be enemy Troopers in Silhouette contact with the Console. Models in a Null State do not count for this.

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PANOPLIES

There are two Panoplies, placed on the central line of the table 12 inches from the edges of the table (see map below).

Each Panoply must be represented by an Objective Marker or by a scenery piece of the same diameter (such as the Info Hubs by Micro Art Studio).

USE PANOPLY

SHORT SKILL

Attack

REQUIREMENTS

- ▶ The Trooper must be in Silhouette contact with the Panoply.

EFFECTS

- ▶ By succeeding at a WIP Roll, a Trooper can make a Roll on this scenario's Panoply Chart to obtain one weapon or piece of equipment. Once a success has been rolled, that Trooper cannot use this Panoply again.
- ▶ Troopers possessing the Booty Special Skill, or any other Skill which specifies so, don't need to make the WIP Roll and may automatically make a Roll on the Panoply Chart.
- ▶ A Trooper in base contact with this piece of scenery may spend one Short Skill of an Order to cancel his Unloaded state.
- ▶ If a Trooper rolls a weapon or piece of equipment they already have, they can repeat the roll on the Panoply Chart.

BETRAYAL PANOPLY CHART

1-2	+1 ARM	13	Panzerfaust
3-4	Light Flamethrower	14	Monofilament CCW
5-6	Grenades	15	MOV 8-4
7-8	DA CCW	16	TAG: BS Attack (Shock) Other Troop Types: MULTI Rifle
9	Multispectral Visor L1	17	MULTI Sniper Rifle
10	EXP CCW	18	TAG: Immunity (Total) Other Troop Types: +4 ARM
11	Adhesive-Launcher (+1R)	19	Mimetism (-6)
12	TAG: Immunity (AP) Other Troop Types: +2 ARM	20	TAG: BS Attack (+1 B) Other Troop Types: HMG

CLOSE QUARTERS

The zone of operations is very constricted. In this scenario, **Template Weapons apply a MOD of +1 to Damage** against any target.

ENTREPÔT

The zone of operations is a warehouse of technical supplies. In this scenario, any trooper possessing the Engineer Special Skill (or any of its variants) apply a **+3 WIP MOD** Attribute value when declaring this Special Skill.

HVT AND CLASSIFIED DECK NOT USED

In this scenario, the HVT model and Secure HVT rules are not applied. Players will not deploy the HVT model on the game table and they will not use the Classified Deck in this scenario.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

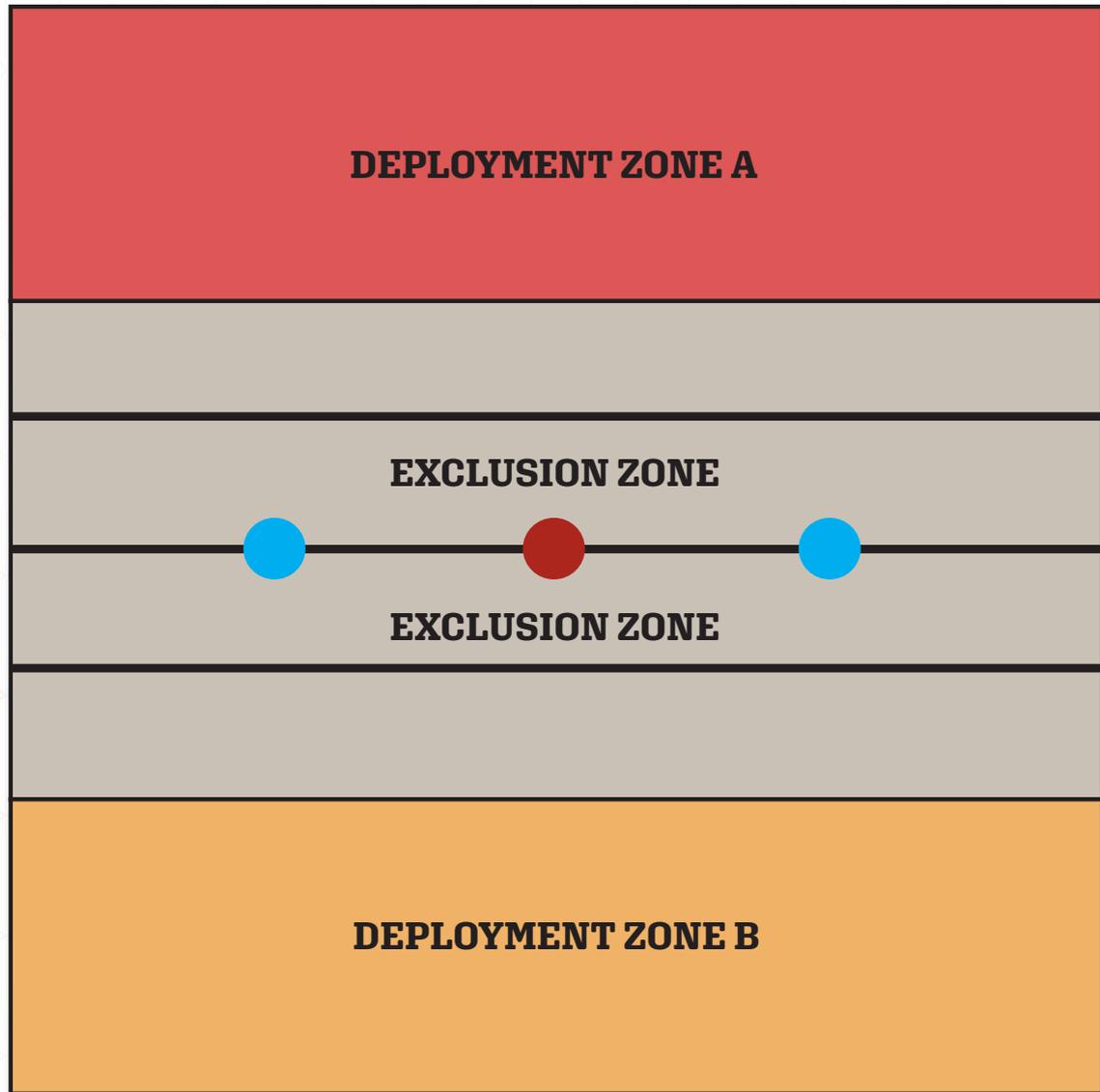
NARRATIVE MODE

This scenario can be played in Narrative Mode, reflecting a scene from the Infinity Betrayal graphic novel.

Narrative Mode. Scenario Special Rules

- » **Side A.** In Narrative Mode, Side A will always be a Yu Jing generic army or the Invincible Army Sectorial Army. The Yu Jing player can add Imperial Agent Adil Mehmud and Mech-Engineer Chief Chung-Hee Jueong without applying Cost or SWC. Neither of these Troopers count towards the Combat Groups' limits of ten Troopers, nor towards the Army List limit of fifteen Troopers.
- » **Side B.** In Narrative Mode, Side B will always be a Combined Army generic army or the Morat Aggression Force Sectorial Army. The Combined Army player can add 50 extra points to the Tier they will play the scenario, with the correspondent increase of SWC, and can add two Troopers beyond the Army List's limit of fifteen Troopers.

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CONSOLE



PANOPLY

JUNGLE SHOWDOWN

WHAT SEEMED LIKE A RESCUE ATTEMPT MAY HAVE BEEN SOMETHING ELSE. WHY DOES KO DALI RUN AWAY FROM HER COMRADES THROUGH THE JUNGLES OF PARADISO? WHY IS IMPERIAL AGENT ADIL MEHMUT, HER INTERROGATOR, HELPING HER DESPITE THE ARRIVAL OF AN ONYX CONTACT FORCE COMBAT GROUP LED BY THE DREADED UMBRA SAMARITAN NOURKIAS? PERHAPS, IN THE END, ALL MYSTERIES WILL BE REVEALED— IF THERE IS SOMEONE STILL ALIVE WHEN THE SMOKE CLEARS.

MISSION OBJECTIVES

MAIN OBJECTIVES

- » Control the Central Zone at the end of each Game Round (1 Objective Point).
- » Have Killed more enemy Army Points than the adversary at the end of each Game Round (1 Objective Point).
- » Have Killed more enemy Specialist Troops than the adversary at the end of each Game Round (1 Objective Point).
- » Secure the Central Zone at the end of the game (1 Objective Point).

CLASSIFIED

There are no Classified Objectives.

FORCES AND DEPLOYMENT

SIDE A and SIDE B: Both players will deploy on opposite sides of the game table.

SIDE	ARMY POINTS	SWC	GAME TABLE SIZE	DEPLOYMENT ZONE SIZES	MINIMUM VP
A and B	300	6	48 in x 48 in	16 in x 48 in	75

SCENARIO SPECIAL RULES

CENTRAL ZONE

The Central Zone is the area covering 8 inches either side of the central line of the game table.

CONTROL THE CENTRAL ZONE

At the end of each **Game Round** players check if they are Controlling the Central Zone and counts their Objective Points.

The Central Zone is considered Controlled by a player if he has **more** Specialist Troops than the adversary **inside** the area. Only Troopers represented by **Models** or **Markers** count. Troopers in a Null State do not count.

A Trooper is considered inside the Central Zone when more than half the Trooper's base is inside it.

SECURE THE CENTRAL ZONE

The Central Zone is considered to be Secured by a player if, at the end of the game, they have at least one Specialist Troop inside it, and there are no enemy Specialist Troops inside that zone. Models in a Null State do not count for this.

KILLING PER ROUND

A trooper is considered Killed when he enters Dead state, or is in a Null state at the end of each Game Round.

Troopers that have not been deployed on the game table at the end of the game will be considered to be Killed by the adversary.

NEVERENDING JUNGLE

The whole game table is covered with a dense jungle. In this area, Movement restrictions are not applied, however, all Troopers possessing **Terrain (Jungle)**, **Terrain (Aquatic)** or **Terrain (Total)** get a **+1 inch** bonus to their first MOV value.

This bonus will be applied to any Skill with the Movement Label.

ENVIRONMENTAL ADVANTAGE

The zone of operations has some insertion windows which can provide a tactical advantage. All troopers possessing Terrain (Total) can deploy as if they have the Parachutist Special Skill.

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JUNGLE IN FLAMES

The peculiar sap of the vegetation of this zone has turned it into highly flammable terrain. In this scenario, weapons possessing the **Continuous Damage Trait** apply a **MOD of +1 to Damage** against any target.

SPECIALIST TROOPS

For the purposes of this scenario, only Doctors, Engineers, Forward Observers, Hackers, Paramedics, Specialist Operatives, and Troopers possessing the Chain of Command Special Skill are considered Specialist Troops.

Doctors and Engineers cannot make use of Peripherals to perform tasks reserved for Specialist Troops.

HVT AND CLASSIFIED DECK NOT USED

In this scenario, the HVT model and Secure HVT rules are not applied. Players will not deploy the HVT model on the game table and they will not use the Classified Deck in this scenario.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the **third Game Round**.

NARRATIVE MODE

This scenario can be played in Narrative Mode, reflecting a scene from the Infinity Betrayal graphic novel.

Narrative Mode. Scenario Special Rules

» **Side A.** In Narrative Mode, Side A will always be the Onyx Contact Force Sectorial Army.

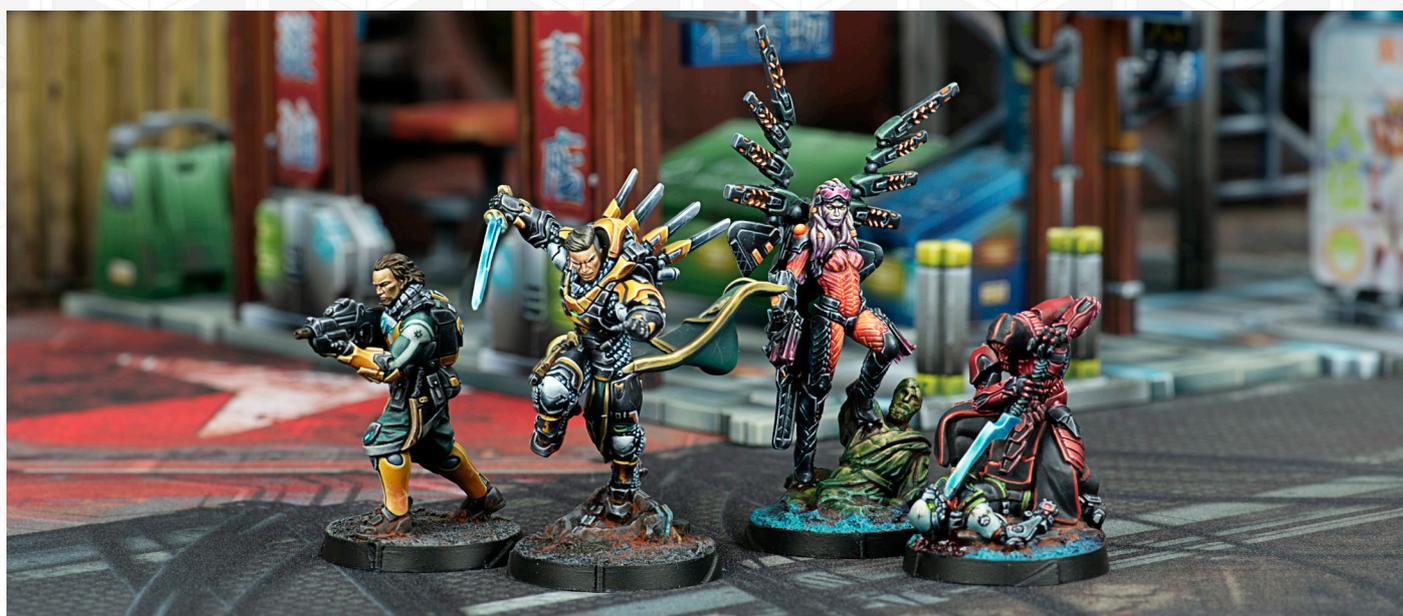
The Onyx player can add Ko Dali, Umbra Samaritan Nourkias and Imperial Agent Adil Mehmud without applying Cost or SWC. None of these Troopers count towards the Combat Groups' limits of ten Troopers, nor towards the Army List limit of fifteen Troopers.

In this Narrative Mode, Umbra Samaritan Nourkias has the Combat Jump Special Skill.

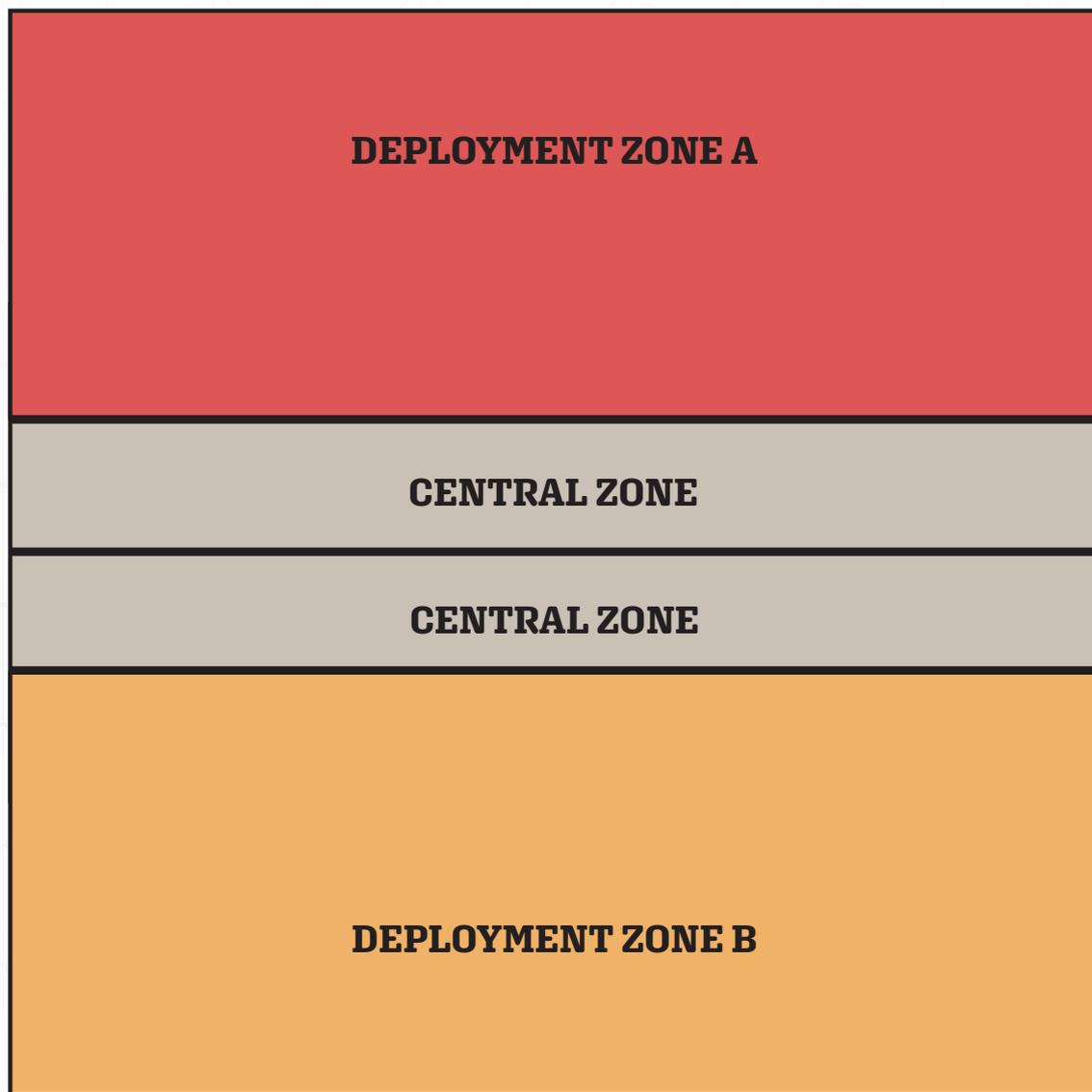
» **Side B.** In Narrative Mode, Side B will always be a Shasvastii Expeditionary Force Sectorial Army.

The Shasvastii player can add 100 extra points to the Tier they will play the scenario, with the correspondent increase of SWC, and can ignore the Army List's limit of fifteen Troopers.

In addition, the Shasvastii player's Speculo Killers have their AVA increased by 2.



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